The Learning Company

Educational software that makes teaching easy and learning fun!

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1993 Spring School Software Catalog

For grades K – 12

Dear Educator,

Welcome to The Learning Company's Spring School Catalog for 1993! It's been said that "technology doesn't make teaching easier, but it gives us...opportunities." It's important to all of us in the School Division that we do everything we can to help make teaching easier by providing software that's educational, engaging, and easy to use. It's also important that we offer easy and cost-effective ways to provide that software. So join us and count your way to success in the classroom!

1 Reliable Software Publisher

Software you can trust. Our software is consistently listed as teacher favorites and award-winners, year after year.

2 Easy Ways to Compete with Video Games and TV

Productivity tools to help you and your students express their imagination easily. Publish a sophisticated, professional document in no time at all!

Learning games to help make your classroom exciting and fun while your students learn important educational content.

3 Times the Fun — Guaranteed!

Educational! We thoroughly research every product to make sure it covers today's important curriculum topics.

Engaging! We add the latest in today's graphics, sound, and animation to capture your students' attention and keep it!

Easy-to-Use! All school products come with lesson plans, blackline masters, and resource ideas to get you started with ease!

4 Great Ways to Save!

Lab Editions. Our 5-disk Lab Packs supply you with the extra disks you need for class or lab settings in a cost-effective package.

Network Versions. Our Network Versions allow up to 50 users to access software from one file server.

Site Licensing. The most cost-effective way for everyone in your school to use our productivity tools!

Volume Discounts. We'll help you find the most cost effective solution to your curriculum needs.

We all look forward to working with you this school year!

Sincerely,

Pat Walkington

Pat Walkington, Director of Educational Sales and
The Learning Company School Division

Order today! See your nearest Learning Company School Dealer, or call us toll free at **1-800-852-2255.**

Growing up with The Learning Company

The Writing Center and *The Bilingual Writing Center* join *The Children's Writing & Publishing Center* As Star Performers!

Marty Clark-Torlina is a computer lab coordinator and teacher for Ashland School in St. Louis, Missouri. Because her lab has Apple IIGS's, she uses *The Children's Writing & Publishing Center*. "Over the years," she says, "it's been my meat and potatoes when it comes to writing projects."

But now teachers at Ashland are bringing Macintosh computers into the classroom. So recently, Clark-Torlina began working with students to integrate *The Writing Center* into their routines. "They love it because even a beginning computer user can create amazing things without hurting himself," she laughs. "Considering all the depth and power it has, *The Writing Center* is amazingly easy to use."

Similar stories echo across the country. As the Macintosh's power becomes more affordable, schools are slowly upgrading to Macintosh systems. "We started out with *The Children's Writing & Publishing Center*, then graduated to Macintosh labs about a year ago," says Marian Piersall, a teacher and technology curriculum coordinator in Abilene, Texas. "Now we're nuts about *The Writing Center*. It's just incredible! It's perfect for the young ones, yet sophisticated enough to carry you right through high school into college."

Linda Sharp teaches computer workshops in the Cherry Creek, Colorado School District. "Anytime we get a new Mac, it's our policy to install *The Writing Center*," she said. "We're so excited about it that we've put the program on every Macintosh hard drive in the middle-school system." Why? "Ease-of-use," says Sharp. "Absolutely. Easy cutting and pasting. The simplicity of the Mac's point and click method. Easy editing. All those amazing Macintosh fonts. And there's so much flexibility within the document," she adds. "*The Writing Center* has really opened up an exciting new world of communication for our kids."

Of course, not every school district can afford to upgrade to Macintosh just yet. "For the things I do in the Apple IIGS lab, *The Children's Writing & Publishing Center* is still my ticket to success," says Clark-Torlina.

But as schools have graduated to the Macintosh, so has The Learning Company. *The Writing Center* imports not only files from the Apple II versions of *The Children's Writing & Publishing Center*, but also ASCII text files and PICT picture files. "I love the way you can pull in things from other programs, then customize them," says Sharp.

Piersall also likes this feature. "Recently we pulled in files from Print Shop® – pictures of Abe Lincoln, George Washington – for special reports on Presidents' Day," she reports."We've had other good ideas...but to be honest, the children always seem to come up with even better ones."

"Kids really get the program, so it's easy for them to get creative with it," agrees Sharp.

And teachers love it, too. "It doesn't matter what grade level," says Sharp. "I've introduced *The Writing Center* to teachers from K to 12. They all love it, and use it themselves to create classroom materials."

Piersall claims she can't keep her teachers in Abilene away from *The Writing Center*. "I was training a class of teachers this summer, looking at various word processing programs," she says. "When we got to *The Writing Center*...well, it easily became the consensus favorite. I couldn't get them off the machines!"

She adds: "When I asked what they liked so much about it, they said: This is fun!"

NEW!

The *Bilingual Writing Center* Now students can work in Spanish!

The Learning Company is pleased to announce the Macintosh version of *The Bilingual Writing Center: Spanish/English!* With its bilingual, bicultural focus, *The Bilingual Writing Center* can be used in a variety of educational programs, including:

— transitional bilingual
— language-maintenance bilingual
— dual language
— ESL — English as a Second Language
— Spanish Language

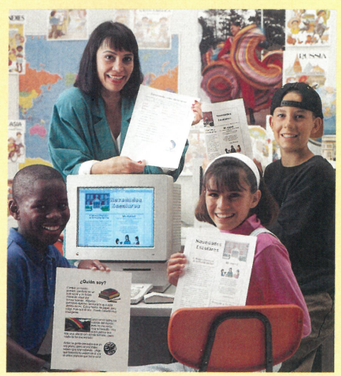
The Bilingual Writing Center is fully functional in both languages — with both Spanish and English Spelling Checkers and Thesauruses, all available at any time.

Either language is so easy to choose — just one click on the menu bar puts you in the language of your choice. You'll have a complete word processing and desktop publishing program in both Spanish and English.

Plus, we've added even more graphics! A collection of over 250 bicultural, curriculum-matched color graphics has been included to inspire creative writing in either language!

And what's more, all documentation is in both Spanish and English with plenty of bilingual, bicultural activities and resources!

Be sure to see page 4 for complete details.



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Indicates Award Winner

Tap the Power of the Macintosh!

Macintosh sophistication plus *The Writing Center's* ease-of-use equals pure classroom creativity!

The power of the Macintosh enables us to build upon the most popular features of *The Children's Writing & Publishing Center* to bring you *The Writing Center*. Designed for the same ease of use, *The Writing Center* empowers teachers and students from all ability levels to design and produce an even wider array of documents and layouts. For example, students can create beautifully illustrated reports, stories, poems, letters, newsletters, awards, signs, cards, and calendars. Also, teachers can produce an unlimited number of creative and sophisticated classroom materials and parent/teacher communications.

Share Your Success Stories!

Qualify to Win Free Software!

Every day, teachers and students unleash the power of *The Writing Center* in remarkably creative new ways. Other educators want to hear your success stories. Tell us how *The Writing Center* has made your classroom more effective and fun...or send actual documents your students have created. Each month, we'll pick the best idea and best writing sample, then send the winning schools free software!

Call Customer Service at 1-800-852-2255 or see the order form for the exciting details!

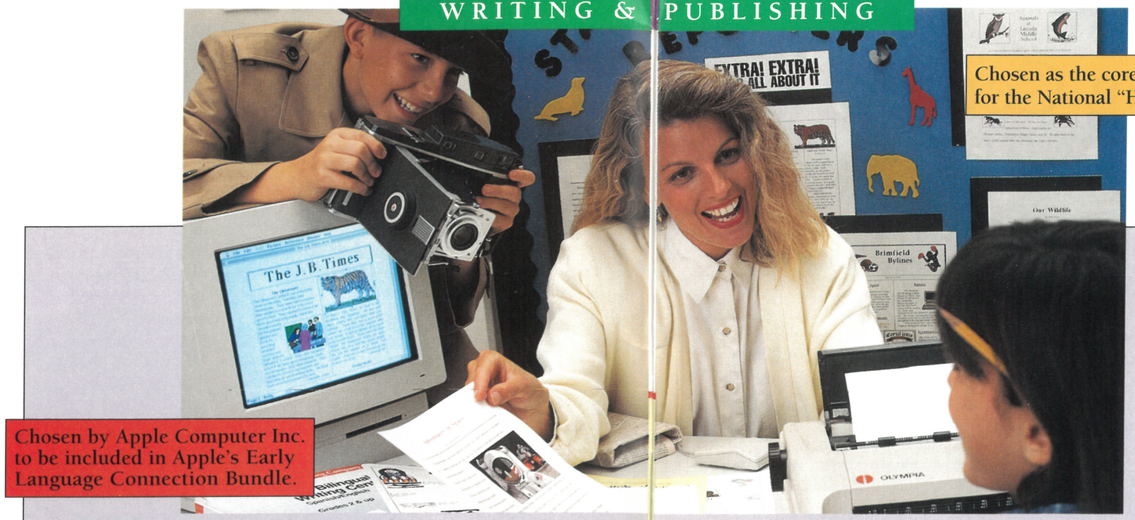
For upgrade information call toll free 1-800-852-2255 or see the order form for details.

The Writing Center Curriculum Matrix

Academic Skills				
Composition				
Prewriting	●	●		●
Writing	●	●	●	●
Page Layout & Design	●	●	●	●
Post Writing/Revision			●	●
Reading Comprehension	●	●	●	●
Grammar & Punctuation			●	
Spelling	●	●	●	●
Vocabulary	●	●	●	●
Literature	●		●	●
Thinking Skills				
Gathering Information	●	●	●	●
Organizing Information	●	●	●	
Analyzing	●	●	●	●
Expanding Information	●	●	●	●
Problem Solving/Decision Making			●	●

● Working with Words ● Editing Everything
● Playing with Pictures ● Dramatic Design

WRITING & PUBLISHING



Chosen as the core writing tool for the National "HOTS" Program.

Chosen by Apple Computer Inc. to be included in Apple's Early Language Connection Bundle.

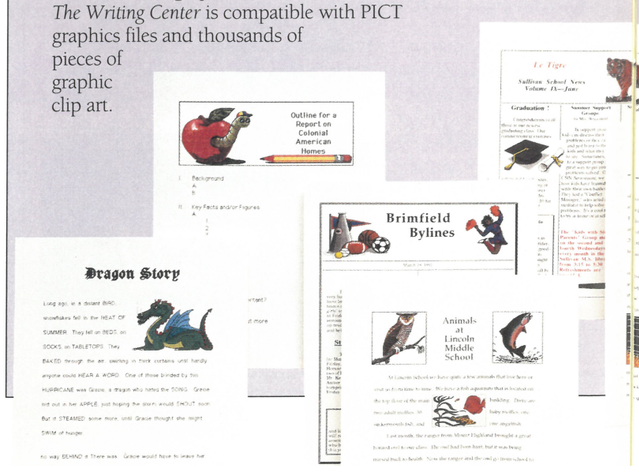
The Writing Center™

Grades 2-12

Now every student and teacher, regardless of computer expertise, can enjoy the power of desktop publishing!

What makes this product unique

- **An easy-to-use writing and publishing program.** With a few simple choices, teachers and students can lay out documents into just the right format. From there, writing, picture placement, editing, spelling correction, and printing are quickly completed. In addition, *The Writing Center* supports all Macintosh fonts, page orientation, page sizes, and printers.
- **A flexible tool for use across the curriculum.** *The Writing Center* can support a broad range of curriculum objectives and learning environments. In classrooms, in labs, or on a network, *The Writing Center* will enhance language arts, social studies, and even science and math projects.
- **Excellent for group projects.** Whether students are writing a newsletter, a group report, or lab notes, *The Writing Center* can easily pull all the pieces together into one impressive document.
- **A color picture library.** To inspire creative writing and enhance every document produced, a collection of beautiful curriculum-matched color graphics have been included. *The Writing Center* is compatible with PICT graphics files and thousands of pieces of graphic clip art.



Special Features

- Complete word processor
- Advanced page layout with up to 9 columns and side-by-side pictures
- Automatic page layout – reports, letters, newsletters, flyers
- Over 200 curriculum-matched color and black & white pictures
- Uses all Macintosh fonts
- Pictures resize, crop, rotate, and flip
- Pictures can be easily moved and placed anywhere in a document
- Imports all PICT picture files, such as KidPix™, or any image via the Clipboard
- Imports ASCII text files and *The Children's Writing & Publishing Center* Apple II files
- 100,000-word spelling corrector

School Version Features

- Comprehensive teacher's guide
- Disk of predesigned, easily modifiable student and teacher document templates
- Scope-and-sequence charts
- Blackline masters
- 220,000-word thesaurus
- On-line and off-line activities
- **Free** research writing guide to assist students in preparing for writing assignments

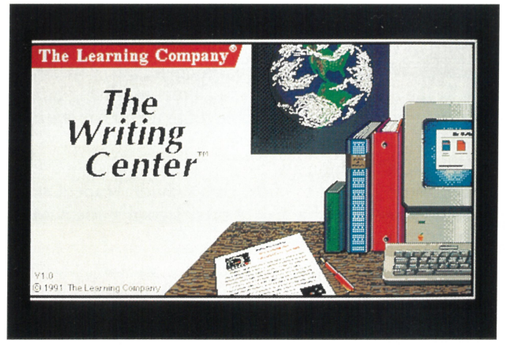
Cost-effective ways to bring creative writing and publishing into your school.

Site License Versions:

A Site License can be especially useful for productivity software, such as *The Writing Center*, because it can be used in any subject area. *The Writing Center* is easy to use, yet powerful enough to be used across all grade and ability levels as well. And, our Site License will grow with your school. *The Writing Center* Site License can be easily installed on an unlimited number of Macintosh computers at one site. The Site License Version even includes a Network Version, so you're covered by our license no matter what your configuration may be. The Site License price is a one-time fee with no yearly renewal charges. So, add as many Macintosh computers to your school as you wish and never pay another penny for *The Writing Center*!

Network Versions:

Our AppleTalk Network Version of *The Writing Center* makes it easy for your entire class to simultaneously access the program, so sharing documents is easy for everyone. *The Writing Center* and its related files can be multi-launched from one file server to up to 50 workstations. Both local and network printing are supported to allow greater flexibility. And, our Network Version supports controlled access privileges, so your important files and the program itself can be safeguarded!



"Software Award of Excellence"
—Technology and Learning Magazine 1992/93

The Writing Center School Edition
(For use on one computer)

Product#	Hardware	Price
11080	Macintosh 1MB RAM (2MB RAM Suggested)	$129.95

The Writing Center Lab Edition
(Limited Site License for use on five computers)

11081	Macintosh 1MB RAM (2MB RAM Suggested)	$299.00

The Writing Center Site License Version (For use at one school site on an unlimited number of stand-alone or networked computers)

12095	Macintosh Site License 1MB RAM (2MB RAM Suggested)	$1299.00

The Writing Center Network Version
(For use on one file server for up to 50 workstations)

11082	Macintosh AppleTalk Network Server 2MB RAM (4MB RAM Suggested)	$799.00

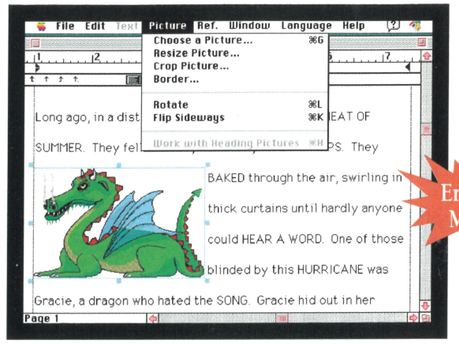
WRITING & PUBLISHING

The Bilingual Writing Center™ Spanish/English

Grades 2-12

The writing and publishing solution for your bilingual classroom

Spanish Mode
Archivo Edición Texto Dibujo Ref. Ventana Idioma Ayuda
Deshacer escritura
Cortar texto
Copiar texto
Pegar
Borrar texto
Seleccionar todo el texto
Preferencias...
Insertar salto de página
Buscar/Cambiar...
Espacio doble
Novedades Escolares
El Museo Histórico de la Florida del Sur
La semana pasada nuestra clase fue al centro para visitar el Museo Histórico de la Florida del Sur. Este museo es un buen lugar para aprender sobre el pasado de la Florida. Usted puede aprender sobre las tribus indígenas y sobre como vivían. El Castillo de San Marcos es otra cosa que le van a enseñar.
My Mother
My mother is one of a kind
She helps me with my homework
She listens when I talk
'Cause she is my mother.
I am very glad.
Página 1 Cuerpo


English Mode
File Edit Text Picture Ref. Window Language Help
Choose a Picture... ⌘G
Resize Picture...
Crop Picture...
Border...
Rotate ⌘L
Flip Sideways ⌘K
Work with Reading Pictures ⌘H
Long ago, in a dist
EAT OF
SUMMER. They fel
PS. They
BAKED through the air, swirling in
thick curtains until hardly anyone
could HEAR A WORD. One of those
blinded by this HURRICANE was
Gracie, a dragon who hated the SONG. Gracie hid out in her
Page 1

You can choose to work in English or Spanish with one selection of the menu bar!

The Bilingual Writing Center is an enriched, multicultural (Spanish and English) version, of the popular writing and publishing program *The Writing Center*. Like the original, it is designed to meet the needs of students and teachers in elementary, middle, and high schools.

It's two complete products in one!

The easy menu feature allows for smooth transitions between languages. With one selection in the menu bar, you can choose to be in the Spanish mode, where all menus, dialog boxes, help, and messages are in Spanish. One more menu bar selection, and you're back in the English mode.

In addition, all documentation is in both Spanish and English, including the Teacher's Guide; User's Guide; student activities; Blackline Masters; and a disk of predesigned student and teacher document templates.

Win Free Software! Just Send Us Your Bright Ideas!

We want to know how you use *The Bilingual Writing Center*. We'll choose the best ideas and each month send free software to winning schools!

For details call our Customer Service Department at 800-852-2255 or see the order form.

Teacher Features and Student Benefits:

- **Spanish/English choice** made easily at the menu bar, at any time
- **Complete, easy-to-use word processor**
- **Advanced page layout** with columns and pictures
- **Over 250 curriculum-matched, multicultural pictures**
- **Pictures can be resized, cropped, rotated, and flipped**
- **Uses all Macintosh fonts**
- **Spanish Spelling Checker** of 678,000 words; 100,000-word English Spelling Checker
- **A Spanish and an English Thesaurus**
- **Imports ASCII text files** and *The Children's Writing & Publishing Center* Apple II files
- **Imports all PICT picture files** or any image via the Clipboard

The Bilingual Writing Center Curriculum Matrix

Academic Skills				
Composition				
Prewriting	●	●		●
Writing	●	●	●	●
Page Layout & Design	●	●	●	●
Post Writing/Revision			●	●
Reading Comprehension	●	●	●	●
Grammar & Punctuation			●	
Spelling	●	●	●	●
Vocabulary	●	●	●	●
Literature	●		●	●
Thinking Skills				
Gathering Information	●	●	●	●
Organizing Information	●	●	●	
Analyzing	●	●	●	●
Expanding Information	●	●	●	●
Problem Solving/Decision Making			●	●

● Working with Words ● Editing Everything
● Playing with Pictures ● Dramatic Design

The Bilingual Writing Center School Edition

(For use on one computer)

Product#	Hardware	Price
12090	Macintosh 1MB RAM (2MB RAM Suggested)	$229.00

The Bilingual Writing Center Lab Edition

(Limited Site License for use on five computers)

12091	Macintosh 1MB RAM (2MB RAM Suggested)	$499.00

The Bilingual Writing Center Site License Version

(For use at one school site on an unlimited number of stand-alone or networked computers)

12093	Macintosh Site License 1MB RAM (4MB RAM Suggested)	$1499.00

The Bilingual Writing Center Network Version

(For use on one file server for up to 50 workstations)

12092	Macintosh AppleTalk Network Server 2MB RAM (4MB RAM Suggested)	$999.00

WRITING & PUBLISHING

The Children's Writing & Publishing Center™

Grades 2-9

This award-winning classic opens up a new world of communication for kids!

The Children's Writing & Publishing Center is an ideal productivity tool for helping students build written communication skills and producing a variety of beautiful finished documents. Featuring a word processor especially designed for children, picture selection, and page design capabilities, the program can be readily integrated into many curriculum areas with its broad range of applications. Designed for ease of use, the program stimulates your students' natural creativity while making the process of writing both fun and rewarding. Not only can students create first-class illustrated reports, stories, letters, newsletters, awards, signs, and more, but teachers can produce an unlimited number of creative classroom materials.

"1989-90 Classroom Computer Learning Software Award of Excellence, Top Five"

"1991 Classroom Computer Learning Program of the Decade –Best Desktop Publishing Program"

Teacher Features and Student Benefits:

- **Combines words and pictures effortlessly,** since words automatically wrap around pictures.
- **Includes over 150 pictures** as well as compatibility with some Print Shop® add-on graphics libraries.
- **Features easy-to-follow on-line instructions** that coach students every step of the way.
- **Provides versatility as a teacher's tool** for creating classroom or school newsletters, letters to parents, activity sheets, student certificates, awards, and more.
- **School versions include** a Teacher's Guide, Student Activities, Blackline Masters, and a disk of predesigned, easily modifiable student and teacher document templates.

The Children's Writing & Publishing Center Curriculum Matrix

Academic Skills				
Composition				
Prewriting	●	●		●
Writing	●	●	●	●
Page Layout & Design	●	●	●	●
Post Writing & Revision			●	●
Reading Comprehension	●	●	●	●
Grammar & Punctuation			●	
Literature	●		●	●
Thinking Skills				
Gathering Information	●	●	●	●
Organizing Information	●	●	●	
Analyzing	●	●	●	●
Expanding Information	●	●	●	●
Problem Solving/Decision Making			●	●

● Working with Words ● Editing Everything
● Playing with Pictures ● Dramatic Design

The Children's Writing & Publishing Center School Edition

(For use on one computer)

Product#	Hardware	Price
18090	Apple II+, IIe, IIc, IIGS 128K (5.25" disk)	$89.95
18091	Apple IIGS 128K (3.5" disk)	$89.95
29053	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$99.95
29042	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$99.95

The Children's Writing & Publishing Center Lab Edition

(For use on five computers)

18093	Apple II+, IIe, IIc, IIGS 128K (5.25" disk)	$179.95
18094	Apple IIGS 128K (3.5" disk)	$179.95
29060	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$189.95
29120	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$189.95

The Children's Writing & Publishing Center Site License Versions

(For use on an unlimited number of stand alone computers at one school site)

10107	Apple Site License 128K (3.5" and 5.25" disks)	$699.00
21060	IBM Site License 512K (3.5" and 5.25" disks)	$699.00

The Children's Writing & Publishing Center Network Versions

(For use on one file server for up to 50 workstations)

10103	AppleTalk/DIGICARD Network 128K enhanced IIe, 1MB RAM IIGS (3.5" and 5.25" disks)	$699.00
20030	IBM Novell/ICLAS Network 512K (3.5" disk)	$699.00
70120	Tandy Novell/SchoolMate Network 640K (3.5" disk)	$699.00

For upgrade information call toll free 1-800-852-2255 or see the order form for details.

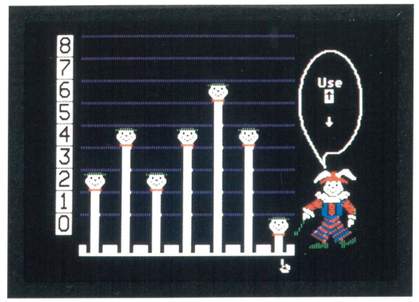
MATH/PROBLEM SOLVING

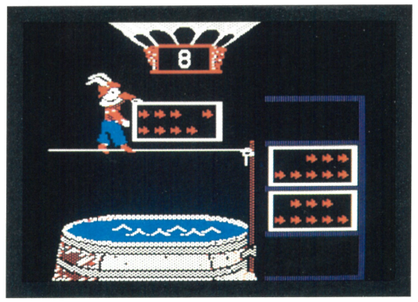
Math Rabbit®

Grades K-2

An engaging program that builds early math skills while enriching a child's appreciation of numbers

Math Rabbit– the classic math program loved by children and teachers alike. Students explore basic number concepts and develop skills in counting, adding, subtracting, and recognizing number relationships and patterns. They begin by matching sets of objects to numbers, then progress to adding and subtracting numbers up to 18. At the most advanced level, students add and subtract two-digit numbers.





Teacher Features and Student Benefits:

- **Develops skills** in counting, adding, subtracting, recognizing number relationships, and identifying equalities and inequalities.
- **Offers an extensive array of special options** for customizing your students' learning experience.
- **Introduces key math concepts** while sharpening memory and concentration in a series of four games.
- **Builds a solid foundation for future work** in multiplication and number theory.
- **School versions include** a Teacher's Guide, Student Activities, and Blackline Masters.

"Parents' Choice Gold Award"
—Parents' Choice Magazine

"Best Education/Exploration Program"
—Editors Choice, 1991
MacUser Magazine

Math Rabbit School Edition

(For use on one computer)

Product#	Hardware	Price
16102	Apple II+, IIe, IIc, IIGS 64K (5.25" disk)	$59.95
10093	Apple IIGS 64K (3.5" disk)	$59.95
10099	Macintosh 1 MB RAM ("Talking Version")	$79.95
20033	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$59.95
27031	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$59.95

Math Rabbit Lab Edition

(For use on five computers)

17084	Apple II+, IIe, IIc, IIGS 64K (5.25" disk)	$149.95
10096	Apple IIGS 64K (3.5" disk)	$149.95
10102	Macintosh 1 MB RAM ("Talking Version")	$169.95
20096	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$149.95
20093	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$149.95

Math Rabbit Curriculum Matrix

	Student Activities	Clowns Counting Game	Tightrope Game	Circus Train Game	Mystery Matching Game
Academic Skills					
Counting	●		●	●	●
Number Recognition	●		●	●	●
Adding Whole Numbers	●		●		●
Subtracting Whole Numbers	●		●		●
Identify Less Than			●	●	●
Identify Greater Than			●	●	●
Identify Equivalent Expressions	●		●		●
Thinking Skills					
Observing/Recalling	●		●	●	●
Comparing/Classifying	●		●	●	●
Sequencing				●	●
Analyzing	●		●		●
Inferring					●
Creative Thinking				●	●

ORDERING INFORMATION

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Just ask for our special Hotline for Network/Site License information. Our trained software experts will help you discover the most cost effective way to outfit your school with Network or Site License products. They'll gladly send you a Site or District License Agreement to get your order under way.

Mail or FAX Your Order

School Editions, Lab Editions and Network Products:
Simply complete the order form or use a school purchase order and mail today. Please be sure to specify all information including product number, product description, disk size, computer type, and network type (if applicable). If you prefer to FAX your order to The Learning Company, dial: 510-797-6754.

Site License Versions:
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No Risk 30-day Classroom Preview!

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NC	HART INC.	Asheville	800-654-8012
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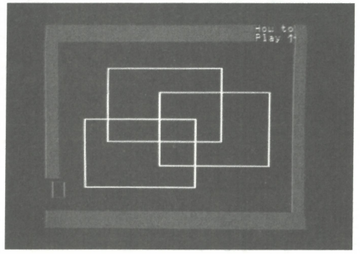
Due to overwhelming demand from educators nationwide, The Learning Company is pleased to bring back these classic classroom favorites.

Choose from these two grade-level appropriate collections. 1) Gertrude's Secrets, Moptown Parade and Bumble Games for grades 1-3; and 2) Gertrude's Puzzles, Moptown Hotel and Bumble Games for grades 4-7. Each collection is specially priced at $149.00 and includes a Teacher's Guide, Student Activities, and Blackline Masters for each title. Now all of the students in your school can build problem-solving and thinking skills with one or both of these "classic" collections.

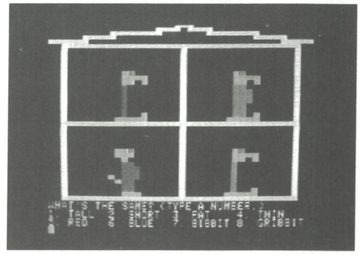
For Grades K-3...

Gertrude's Secrets



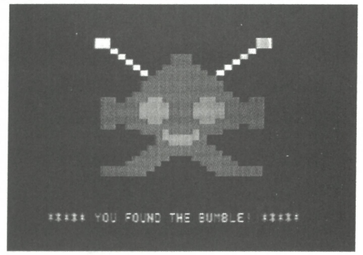
This classic program uses friendly Gertrude the goose to build basic thinking and problem-solving skills. Students manipulate colorful playing pieces as they learn important classification, grouping, and sequence skills.

Moptown Parade



A parade of friendly "Moppet" characters help students develop the underlying skills essential to math and reading. Colorful graphics and music encourage students to discover similarities, differences, and patterns in seven progressively sequenced games.

Bumble Games



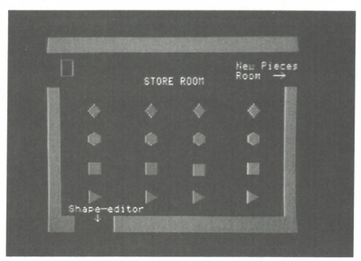
Principles of basic mathematics and geometry are covered with this classroom proven program. Six appealing games introduce the concepts of number lines, number pairs, and graph plotting. Students plot their own designs as they apply their new skills.

K-3 Classic Collection Site License (For use on an unlimited number of stand-alone computers at one site.)

Product #	Hardware	Price
12096	Apple II+, IIe, IIc, IIGS 64K (5.25" disks)	$149.00

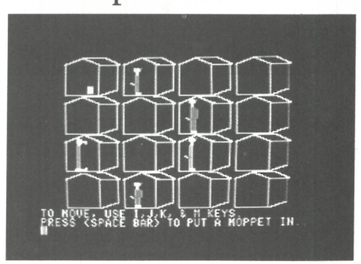
For Grades 4-7...

Gertrude's Puzzles



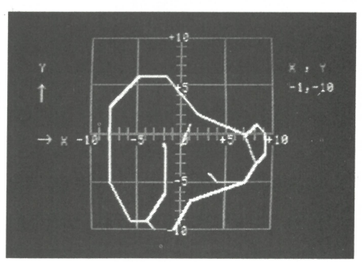
Six challenging puzzles, more advanced than those in *Gertrude's Secrets,* encourage students to think analytically. By ordering and sorting playing pieces by shape and color, students learn to recognize patterns and relationships.

Moptown Hotel



An advanced version of *Moptown Parade,* this popular classroom program teaches problem-solving and thinking skills. By finding the correct sequence of "Moppet" characters, students learn how to use hypotheses and trial-and-error logic in seven increasingly difficult games.

Bumble Plot



The five games in the program build on the number plotting skills introduced in *Bumble Games.* Students master the concepts of negative and positive numbers by plotting points on a four-quadrant grid. In addition, students can "create" original drawings while learning basic math skills.

4-7 Classic Collection Site License (For use on an unlimited number of stand-alone computers at one site.)

Product #	Hardware	Price
12097	Apple II+, IIe, IIc, IIGS 64K (5.25" disks)	$149.00

MATH/PROBLEM SOLVING

Super Solvers™ OutNumbered!®

Grades 3-5

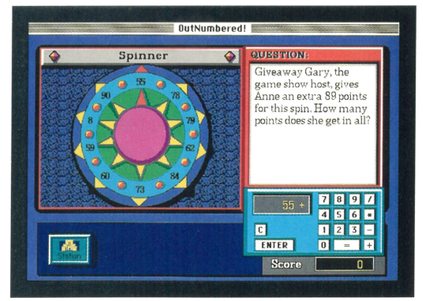
The breakthrough action-adventure program that builds math and problem-solving skills

Morty Maxwell, the Master of Mischief, has taken over the airwaves at the Shady Glen TV station. To stop him, students must locate his secret hideout before he changes all of Shady Glen's shows to his own boring programs. As Super Solvers Club members, students have only until midnight to solve math word problems, match the clues and secret code, and deduce which room conceals the Master of Mischief.

Teacher Features and Student Benefits:

- **Builds essential math skills**—basic facts (+,–, x,÷), problem-solving, and thinking skills.
- **Includes customization features** that enable the teacher or student to select the math content and level of difficulty. The network version has features that enable the teacher to turn the timer on or off to accommodate a student's aptitude, and to get a record of student progress.
- **Features a variety of unique and dynamic real-life word problems** that use charts, graphs, maps, and other colorful objects.
- **Problems have been designed to help students analyze, structure, and solve problems.** The game also helps students practice pattern recognition and deductive and numerical reasoning skills.
- **Combines the fun of a fast-paced adventure game with dazzling animation and graphics** to challenge students to want to play again and again, thus developing essential math and problem-solving skills.
- **School Versions include** a Teacher's Guide, Student Activities, and Blackline Masters.

"Best Elementary Education Program"
—Software Publishers Association, March 1991



Super Solvers OutNumbered! Curriculum Matrix

Academic Skills		
Basic Number Facts (Whole Numbers)	●	●
Operations with Whole Numbers	●	●
Solving Word Problems	●	●
Reading Comprehension	●	●
Interpreting Charts, Graphs, Maps	●	●
Calculator Skills	●	●
Thinking Skills		
Gathering Information	●	●
Organizing Information	●	●
Analyzing Information	●	●
Drawing Deductive Conclusions	●	●

● Student Activities
● The Game

Super Solvers OutNumbered! School Edition
(For use on one computer)

Product#	Hardware	Price
11062	Macintosh 1MB RAM	$79.95
21041	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$69.95
21042	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$69.95

Super Solvers OutNumbered! Lab Edition
(For use on five computers)

11063	Macintosh 1MB RAM	$169.95
21043	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$159.95
21044	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$159.95

Super Solvers OutNumbered! Network Version
(For use on one file server for up to 50 workstations)

20100	IBM Novell/ICLAS Network 640K (3.5" disk)	$499.00

READING/LANGUAGE ARTS

Reader Rabbit® 1

Grades K-1

An absolute must-have for every child's early reading experience

Matchup Game
Match pictures and words while sharpening memory and visual discrimination skills.
Word Train
bag tab nip
nag nab
Build sequencing skills by identifying words that differ by one letter.
Labeler
pig fo
b u x g
Build spelling skills and word recognition while relating words with pictures.
Sorter
bud
bop
ban
Develop recognition of letters and spelling patterns by sorting words that match a letter pattern.

Reader Rabbit 1, one of the most successful and critically acclaimed early reading programs, helps students build fundamental reading and spelling skills. Through four carefully sequenced games, students improve letter and word recognition, memory skills, and vocabulary. *Reader Rabbit 1* enables students to practice reading skills with over 200 phonetic consonant-vowel-consonant (c-v-c) words from school reading curriculums.

Talking *Reader Rabbit 1* uses the speech capabilities of the Apple IIGS and Macintosh. In this version, Reader Rabbit pronounces each of the 200 three-letter words.

"There are some software programs that just won't quit. You can release one hundred hi-tech, high-res, interactive, multimedia extravaganzas and teachers will still want their Reader Rabbit*."*
—Terese Mageau
Electronic Learning Magazine

Reader Rabbit 1 School Edition

(For use on one computer)

Product#	Hardware	Price
16069	Apple II+, IIe, IIc, IIGS 64K (5.25" disk)	$59.95
17070	Apple IIGS 256K (3.5" disk) "Talking Version"	$79.95
10098	Macintosh 1MB RAM "Talking Version"	$79.95
20031	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$69.95
27012	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$69.95

Reader Rabbit 1 Lab Edition

(For use on five computers)

17082	Apple II+, IIe, IIc, IIGS 64K (5.25" disk)	$149.95
17093	Apple IIGS 256K (3.5" disk) "Talking Version"	$169.95
10101	Macintosh 1MB RAM "Talking Version"	$169.95
20094	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$159.95
20091	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$159.95

Teacher Features and Student Benefits:

- **Four imaginative games** develop pattern and letter recognition, beginning spelling, and vocabulary.
- **Over 200 three-letter words** and more than 70 pictures provide comprehensive coverage of the early reading curriculum.
- **Multiple options** allow teachers to customize the program to individual student needs.
- **In the talking version, speech capabilities** help reinforce reading, spelling, and vocabulary skills.
- **School versions include** a Teacher's Guide, Student Activities, and Blackline Masters

"Critics Choice Award"
—Home Office Computing

Reader Rabbit 1 Curriculum Matrix

	Student Activities	Labeler Game	Matchup Game	Sorter Games	Word Train Game
Academic Skills					
Spelling	●		●		●
Vocabulary Development	●		●		●
Letter/Pattern Recognition	●	●	●	●	●
Reading–Sight-Word Acquisition	●		●		●
Reading–Decoding	●		●		●
Reading–Phonics	●		●	●	●
Reading–Comprehension	●		●		●
Thinking Skills					
Observing/Recalling	●	●	●	●	●
Comparing/Classifying	●	●	●	●	●
Sequencing		●	●		●
Analyzing		●	●		●
Logical Reasoning		●			●

READING/LANGUAGE ARTS

Reader Rabbit® 2

Grades 1-3

New skills and new challenges: a powerful follow-on to Reader Rabbit 1

Word Mine
book melon
snake mill pack
strawberry
That's a word!
ESC
Build vocabulary and word-recognition skills by making compound words that match the pictures.
Match Patch
MATCH RHYMES
cold bold
ESC
Develop memory and phonetics skills by matching rhymes, opposites, and homonyms.
Vowel Pond
hen
net
ESC
Identify and sort words with short and long vowel sounds, including vowel pairs and combinations.
Alphabet Dance
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
Allan Bart Cathy
Dana
ESC
Build alphabetization skills, with first-letter ordering as well as second-letter alphabetization.

Reader Rabbit 2 provides children with a playful and engaging way to develop important word recognition, spelling, and vocabulary skills—the essential building blocks in learning to read. With over 1000 words to work with and four levels of play per game, children learn skills one at a time, at their own pace, and use them in subsequent games and levels to acquire new skills.

Teacher Features and Student Benefits:

- **Over 1,000 words plus four carefully sequenced levels** in each of the *Reader Rabbit 2* games add variety and interest while challenging children to acquire new word skills.
- **Score Chart** tracks the number of correct responses over the number of attempts and displays a percentage of correct answers for each level!

"Best Elementary Education Program"
—Software Publishers Association, March 1992

Reader Rabbit 2 Curriculum Matrix

	Student Activities	Vowel Pond	Alphabet Dance	Word Mine	Match Patch
Academic Skills					
Spelling	●	●	●	●	●
Vocabulary Development	●	●	●		●
Word/Pattern Recognition	●	●	●		●
Reading–Sight-Word Acquisition	●	●	●		●
Reading–Decoding (Digraph, Dipthong, and Long Vowel)	●	●	●	●	●
Reading–Phonics	●	●	●		●
Reading–Comprehension	●	●			●
Thinking Skills					
Observing/Recalling	●	●	●	●	●
Comparing/Classifying	●	●	●	●	●
Sequencing	●				●
Analyzing	●	●	●	●	●
Logical Reasoning	●	●	●	●	●

NEW!

School versions include a Teacher's Guide, Student Activities, and Blackline Masters, and are designed to provide ideas for integrating *Reader Rabbit 2* with whole language and ESL programs.

- **Four more delightful games develop word recognition, spelling, and vocabulary skills.**

Word Mine helps students develop word recognition and vocabulary skills by building compound words associated with pictures. Students also identify beginning and ending two-letter consonant blends.

Vowel Pond provides children with practice in identifying and sorting words with specific short and long vowel sounds. (At higher levels, children apply the vowel sound concepts to dipthongs.)

Match Patch helps children develop visual memory and concentration skills as they match pairs of rhyming words with like and unlike spelling patterns as well as antonyms and homonyms.

The Alphabet Dance introduces the skill of alphabetization.

Reader Rabbit 2 School Edition

(For use on one computer)

Product#	Hardware	Price
12112	Macintosh 1MB RAM	$79.95
22111	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$79.95
22110	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$79.95

Reader Rabbit 2 Lab Edition

(For use on five computers)

12113	Macintosh 1MB RAM*	$169.95
22113	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$169.95
22112	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$169.95

*Limited Site License for use on five computers

When Parents Ask: "What Can We Do At Home?"

Recommend these proven learning tools

Do parents ask you questions like these?

"Sarah spends too much time in front of the TV and not enough time in front of her homework—how can I motivate her?" "Larry's not doing well in math this year — what can I do to help?" "How can I get my child interested in learning?" As more homes obtain computers to help with schoolwork, parents will look to you for software recommendations.

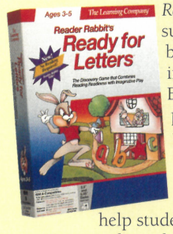
So, recommend software programs from a company you trust. The titles listed below are all designed to further reinforce and enrich classroom skills in a fun and engaging way. And since they're from The Learning Company, you know they'll be educational, fun, and very easy to use. Just try them in your classroom and you'll see how much fun your students have. But more importantly, use them to help reinforce key curriculum concepts in a captivating, problem-solving format.

All of The Learning Company's software programs are extensively tested by children and educators, resulting in the finest educational software available. They are designed for children of all ages so each child's specific learning needs can be satisfied. Try these programs in your classroom and recommend them to your students' parents. You can count on The Learning Company!

Reader Rabbit's® Ready for Letters

Ages 3-5 / Pre-K-1

Get your pre-K children ready for reading



Ready for Letters keeps students hopping with playful surprises and learning opportunities that combine to build reading readiness and stimulate the imagination. Enchanting play combined with five progressively challenging activities will help students explore patterns, colors, shapes, and sizes; identify letters by sight and sound; and learn simple word meanings. No reading is required — digitized speech helps the pre-reader play and learn!

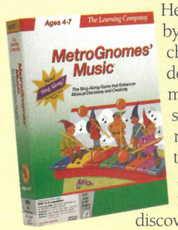
Reader Rabbit's Ready for Letters

Product#	Hardware	Price
22050	IBM 640K (& Compatibles) Tandy 1000 640K	$59.95

MetroGnomes' Music™

Ages 4-7 / Pre-K-2

The first music program that teaches, too!



Here's a charming medley of musical activities designed by music education experts! *MetroGnomes' Music* allows children to actively participate in music while developing valuable thinking skills. Children learn music basics such as pitch, rhythm, and timing through a variety of musical discovery and creativity games. Sing along and learn traditional nursery and folk songs or create original music.

Super Solvers Spellbound!

Product#	Hardware	Price
21110	IBM 512K (& Compatibles)	$49.95
12060	Macintosh 1MB RAM	$59.95

Treasure Mountain!™

Ages 5-9 / Grades 2-4

The fantasy exploration game that enriches reading, thinking, math, and science skills!

The Master of Mischief has stolen the magic crown and is hoarding all of the mountain's gold. To stop him, your students must use reading, math, and science skills to answer the riddles of the clever mountain elves. Rewarded with clues, students then match the clues to graphic objects to retrieve the hidden treasures and win back the mountain!

Treasure Mountain!

Product#	Hardware	Price
20090	IBM 512K (& Compatibles) Tandy 1000 640K	$59.95

Treasure Cove!™

Ages 5-9 / Grades 2-4

Sharpen your students' undersea science and thinking skills!

The Jeweled Bridge has been shattered — its shining gems lie hidden at the bottom of the ocean! Search for them in Treasure Cove, and meet a variety of realistic sea creatures and learn about their ocean environment. Players use deductive thinking skills, matching clues with marine objects, to find the hidden gems and rebuild the Jeweled Bridge.

Treasure Cove!

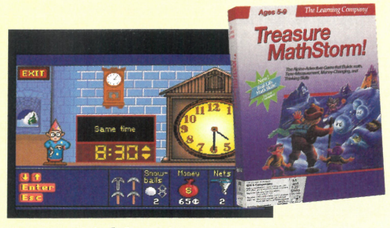
Product#	Hardware	Price
22090	IBM 640K (& Compatibles) Tandy 1000 640K	$59.95

Treasure MathStorm!™

Ages 5-9 / Grades 2-4

The alpine-adventure game that builds math, time-measurement, and money-changing skills

An icy spell has been cast on Treasure Mountain. To dispel the doings of the Master of Mischief, children must read and set clocks, do mental math, count money and make change, understand basic equations and inequalities, and recognize number patterns. Enchanting characters and motivating game play make learning fun!



Treasure MathStorm!

Product#	Hardware	Price
22100	IBM 640K (& Compatibles) Tandy 1000 640K	$59.95

Super Solvers Spellbound!™

Ages 7-12 / Grades 2-6

The ultimate learning-to-spell program

Morty Maxwell, the Master of Mischief, and his robot pals have entered the Shady Glen School Spelling Bee. They pledge to outspell everyone and take the national championship. Your students must build their word power and sharpen their spelling skills by playing three interactive games – Word Search, Flash Card, and Criss Cross. Then, they can enter the Spelling Bee and try to outspell Morty's pals!

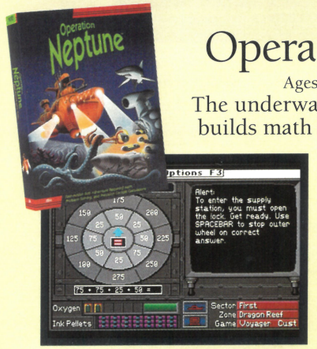
Super Solvers Spellbound!

Product#	Hardware	Price
21110	IBM 512K (& Compatibles)	$49.95
12060	Macintosh 1MB RAM	$59.95

Operation Neptune™

Ages 10 & up / Grades 5-9

The underwater adventure program that builds math and problem-solving skills



Red Alert! Solving problems in statistics, measurement, whole numbers, rational numbers, and more is now fun and exciting for students because in *Operation Neptune* these math operations are related to real-life problem solving. The Galaxy space capsule has crashed into the ocean! To save the world's sea life from a toxic substance aboard the capsule, students must pilot a miniature submarine through a wide range of underwater environments filled with a variety of fascinating sea life to execute a recovery mission. Success depends on the students' math and problem-solving skills.

Operation Neptune

Product#	Hardware	Price
21100	IBM 512K (& Compatibles) Tandy 1000 640K	$59.95

Super Solvers Midnight Rescue!™

Ages 7-10 / Grades 3-5

The reading program that your students will ask for again and again

Follow the Master of Mischief to Shady Glen, where he and his robot cohorts plan to paint the school invisible! Students will need their best reading comprehension and thinking skills to save the day. *Midnight Rescue* features more than 200 high-interest reading selections designed to help students pinpoint the main idea, recall key facts, infer meaning, and draw deductive conclusions.

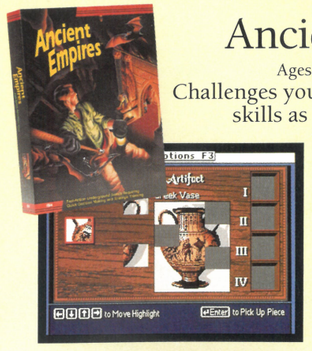
Super Solver Midnight Rescue!

Product#	Hardware	Price
29100	IBM 512K (& Compatibles) Tandy 1000 640K	$49.95
12020	Macintosh 1MB RAM	$59.95

Ancient Empires™

Ages 10 & Up / Grades 5-9

Challenges your students' problem-solving skills as they explore antiquity



Famous treasures from the ancient civilizations of Greece, Rome, Egypt, the Near East, India, and China are hidden in caverns deep beneath the desert sands. Hoarded centuries ago by a band of pirates, these priceless artifacts provide a valuable link to empires of the past. Students must maneuver their way through intricate underground passageways, solve intriguing puzzles, fend off cave creatures, and overcome many difficult obstacles in their mission to bring cultural treasures to the light of day. Doing so, students build problem-solving and critical-thinking skills as they encounter each of the 80 increasingly complex logic problems.

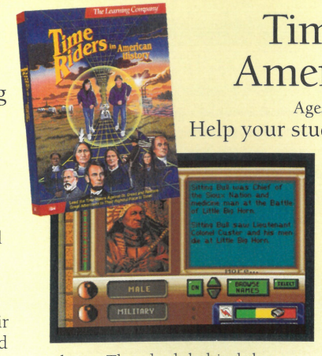
Ancient Empires

Product#	Hardware	Price
20101	IBM 512K (& Compatibles) Tandy 1000 640K	$49.95

Time Riders in American History™

Ages 10 & Up / Grades 5-9

Help your students look behind the scenes to understand the forces that shaped America!



Stop Dr. Dread from changing American history! Your students must unscramble his crazy version of great American events to find the real time, place, and famous person in the event. Use navigational skills to locate various geographical places. Then look behind the scenes of history, collecting holographic interviews with people from the past, to understand the forces that shaped America. Students use five high-tech machines to collect and analyze important historical information from the comprehensive built-in database. Events become more challenging as the student progresses.

Time Riders in American History

Product#	Hardware	Price
22080	IBM 640K (& Compatibles) Tandy 1000 640K	$59.95

READING/LANGUAGE ARTS

Writer Rabbit®

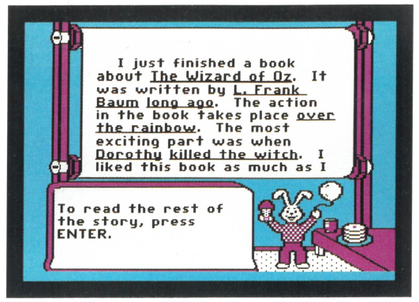
Grades 2-4

One of the most comprehensive "learning-to-write" programs available

Writer Rabbit is a valuable tool for developing writing skills and reinforcing reading comprehension. Students identify sentence parts and construct sentences in a highly motivating positive atmosphere. Over the course of six carefully sequenced games, students learn grammar concepts and build up to higher writing levels. The program concludes with a "Silly Story Party," which allows students to create their own letters and stories.

Teacher Features and Student Benefits:

- **Individual student record-keeping system** lets you assess progress and identify areas for improvement.
- **Prints out stories, letters, and record-keeping data,** plus an "Award" certificate (printer optional).
- **Stimulates thinking skills** as students progress through the "learning to write" stages.
- **Can be customized** to student's ability; select vocabulary level, sentence length, game speed, and more.
- **School versions include** a Teacher's Guide, Student Activities, and Blackline Masters.


I just finished a book about The Wizard of Oz. It was written by L. Frank Baum long ago. The action in the book takes place over the rainbow. The most exciting part was when Dorothy killed the witch. I liked this book as much as I
To read the rest of the story, press ENTER.

"Writer Rabbit is a perfect example of the development of high-quality educational software...a long-term process that involves extensive research, innovation, field testing, and revision."
—Apple Educational Newsletter

"Critics Choice Award"
—Home Office Computing

Writer Rabbit Curriculum Matrix

Academic Skills					
Reading Comprehension	●	●	●	●	●
Vocabulary	●	●	●	●	●
Identify Sentence Parts	●	●	●	●	●
Understand Word Order	●	●	●		●
Grammar	●	●	●	●	●
Writing	●	●	●	●	●
Thinking Skills					
Observing/Recalling	●	●	●	●	●
Comparing/Classifying	●	●	●	●	●
Sequencing	●	●	●		●
Analyzing	●	●	●	●	●
Creative Thinking	●				●

● Student Activities ● Cake Game 1,2,3 ● Silly Story Party
● Ice Cream Game ● Juice Game

Writer Rabbit School Edition

(For use on one computer)

Product#	Hardware	Price
16101	Apple II+, IIe, IIc, IIGS 64K (5.25" disk)	$69.95
10092	Apple IIGS 64K (3.5" disk)	$69.95
20032	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$69.95
27013	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$69.95

Writer Rabbit Lab Edition

(For use on five computers)

17083	Apple II+, IIe, IIc, IIGS 64K (5.25" disk)	$159.95
10095	Apple IIGS 64K (3.5" disk)	$159.95
20095	IBM 512K (& Compatibles), Tandy 1000 640K (3.5" disk)	$159.95
20092	IBM 512K (& Compatibles), Tandy 1000 640K (5.25" disk)	$159.95

Magic Spells®

Grades 1-6

Magic Spells is one spelling program students will never outgrow

In a magical kingdom, readers at all levels sharpen spelling skills by unscrambling words and spelling flashed words. A built-in editor allows teachers to quickly and easily create their own spelling lists to adapt to individual students' needs. Word lists can then be printed for review or study. Captivating graphics, amusing sound effects, and proven educational techniques reward and motivate students. *Magic Spells* also enriches a students' understanding of letter relationships and sequencing.

Teacher Features and Student Benefits:

- **Enables teachers to enter weekly spelling lists** with the easy-to-use "Spells Writer" editor.
- **Includes (on disk) sample lists** of important everyday words and commonly misspelled words.
- **Develops essential spelling skills** with two different games and an adjustable timer.
- **Presents words in large, easy-to-read text** with upper- and lower-case letters.

Magic Spells School Edition

(For use on one computer plus classroom activities)

Product#	Hardware	Price
16068	Apple II+, IIe, IIc, IIGS 64K (5.25" disk)	$59.95

Magic Spells Lab Edition

(For use on five computers plus classroom activities)

17085	Apple II+, IIe, IIc, IIGS 64K (5.25" disk)	$149.95

Reference Guide for Hardware Requirements

Programs	Apple IIGS,IIe,IIc,IIc Plus		Apple Macintosh		IBM (& Compatibles) Tandy 1000	
	Memory	Requirements*	Memory	Requirements*	Memory IBM/Tandy	Requirements*
The Writing Center	N/A	N/A	1MB 2MB Recommended	8,9,10,11,15	N/A	N/A
The Children's Writing & Publishing Center	128K	5,15	N/A	N/A	384K	3,5,13,14
The Bilingual Writing Center: Spanish/English	N/A	N/A	1MB 2MB Recommended	8,9,10,11,15	N/A	N/A
Writer Rabbit	64K	N/A	N/A	N/A	256K	3
Reader Rabbit 1	64K	N/A	N/A	N/A	512K/640K	1,2,6,7,12
"Talking" Reader Rabbit 1	256K	4	1MB	8,9,11	N/A	N/A
Reader Rabbit 2	N/A	N/A	1MB 2MB Recommended	9,11	512K/640K	1,2,6,7,12
Magic Spells	64K	N/A	N/A	N/A	N/A	N/A
Math Rabbit	64K	N/A	1MB	8,11	128K	3

Home/School Connection

Programs	Apple Macintosh		IBM (& Compatibles) Tandy 1000	
	Memory	Requirements*	Memory IBM/Tandy	Requirements*
Reader Rabbit's Ready for Letters	N/A	N/A	512K/640K	1,2,6,7
MetroGnomes' Music	N/A	N/A	512K/640K	1,2,6,7,12
Super Solvers Midnight Rescue!	1MB	8,9,11	512K/640K	3
Operation Neptune	N/A	N/A	512K/640K	1,2,6,7
Super Solvers OutNumbered!	1MB	8,9,11	512K/640K	3,13
Super Solvers Spellbound!	1 MB	8,9,11	512K/640K	1,2,6,7,12
Treasure Mountain!	N/A	N/A	512K/640K	1,2,6,7,12
Treasure Cove!	N/A	N/A	640K/640K	1,2,6,12,16
Treasure MathStorm!	N/A	N/A	640K/640K	1,2,6,12,16
Ancient Empires	N/A	N/A	512K/640K	1,2,6,7
Time Riders in American History	N/A	N/A	640K/640K	1,2,6,9,12,16

*Notes on System Requirements:

1. Color monitor or TV required
2. Color graphics adapter required
3. Color graphics or Hercules monochrome graphics adapter supported
4. Apple® IIGS only – 3.5" disk drive required
5. Dot matrix black-and-white or color printer supported
6. Supports Ad Lib™ and Sound Blaster™ sound boards
7. Supports VGA,CGA, EGA, & TGA
8. Runs on Macintosh Plus, SE, SE/30, Classic, Classic II, IIx, IIcx, IIci, IIsi, IIfx, LC, and LCII with 800K disk drive and 1MB RAM
9. Hard disk drive required
10. Supports most Macintosh printers
11. Mouse required
12. Mouse optional
13. IBM®/Novell® ICLAS — Requires:
    IBM Classroom LAN Administration System (v. 1.12 or higher)
    Novell Advance NetWare® (v. 2.12 or higher)
    IBM PC, XT, AT, or PS/2 computer
    512K memory (The Children's Writing & Publishing Center)
    640K memory (Super Solvers OutNumbered!)
    DOS 3.1 or higher, 3.5" disk drive
    EGA, VGA, MCGA, CGA, or Hercules monochrome graphics card
    Dot matrix parallel printer
14. Tandy® Schoolmate™/Novell — Requires:
    SchoolMate
    Novell Advance NetWare (v. 2.15 or higher)
    Tandy 1000 TX, 1000 TL, 1000 TL/2, 2500 XL, 3000, 4000, or 5000 computer
    640K memory; DOS 3.2 or higher, 3.5" disk drive
    4- or 16-color TGA, VGA in 16-color emulation mode, or Hercules monochrome graphics card
    Dot matrix parallel printer
15. AppleTalk® Network–Requires:
    AppleShare® File Server Software 2.0 or higher; AppleShare Print Server software 2.0 or higher; or EtherTalk™ software
    Local and/or network capable printers and AppleTalk compatible cable system
    Server:
    Macintosh Plus, Classic, LC, SE, or II families with at least 2 MB RAM
    Workstations for *The Children's Writing & Publishing Center:*
    Enhanced Apple IIe with Apple II Workstation Card, 128K RAM, and one 3.5" or 5.25" disk drive; or Apple IIGS, with either ProDOS 16 and 512K RAM or GS/OS and 1 MB RAM, and one 3.5" or 5.25" drive
    Workstations for *The Writing Center:*
    Macintosh Plus, Classic, LC, SE, or II families with at least 1 MB RAM
16. Supports VGA, MCGA, EGA, and ETGA

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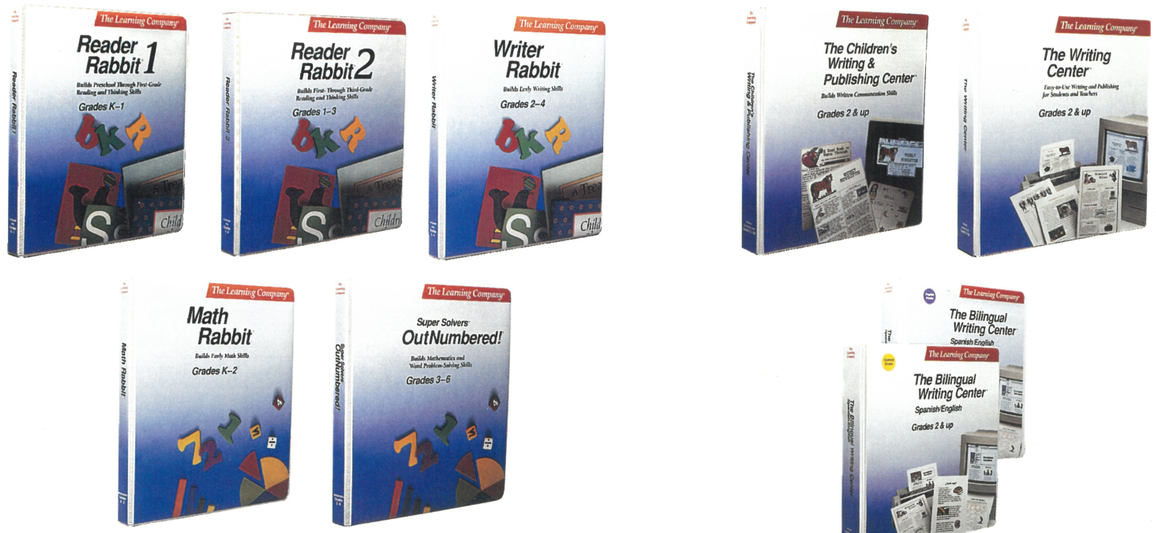
Award-Winning Software Programs from The Learning Company

CURRICULUM TOPIC	K-2	3-5	6-8	9-UP
LANGUAGE ARTS	Reader Rabbit 1 Reader Rabbit 2 Magic Spells Writer Rabbit			
MATH	Math Rabbit	Super Solvers OutNumbered!		
WRITING AND PUBLISHING		The Children's Writing & Publishing Center The Writing Center The Bilingual Writing Center: Spanish/English		



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